```
Cockpit
  secondsWithZeroEnergy
            _of_attackers
  number
  retry_dock
TimeOfLastCollision
+ jumpok
+ godliness
 communication_choices
+ credits
+ zoomfactor
+ fg
  activeStarSystem
  savegame
# view
# currentcamera
# radar_time
# gauge_time
# StartArmor
# maxfuel
# maxhull
# parent
# parentturret
# unitfaction
and 10 more...
 setTargetLabel()
 - getTargetLabel()
- updateAttackers()
+ ReceivedTargetInfo()
+ autoInProgress()
+ unitInAutoRegion()
+ SetView()
+ GetView()
  InitStatic()
  Shake()
and 54 more.
  tooManyAttackers()
  MakeBaseName()
  Respawn()
  SwitchControl()
+ ForceSwitchControl()
  TurretControl()
# LoadXML()
# LoadXML()
# beginElement()
# endElement()
# Delete()
# DrawNavigationSymbol()
# computeLockingSymbol()
# DrawTargetBox()
# DrawTargetBoxes()
# DrawTurretTargetBoxes()
# DrawTacticalTargetBox()
# DrawRadar()
# DrawGauges()
# beginElement()
# endElement()
               Δ
        GameCockpit
  + textMessage
  + editingTextMessage
  + autoMessage

    autoMessageTime

  + setTargetLabel()
  + getTargetLabel()
+ ReceivedTargetInfo()
  + InitStatic()
  + Shake()
  + Autopilot()
  + RestoreViewPort()
  + GameCockpit()+ ~GameCockpit()
  + LookupTargetStat()
  and 38 more.
  + NavScreen()
  + getsoundending()
  + getsoundfile()
+ Respawn()
```

+ SwitchControl() + ForceSwitchControl() + TurretControl()